Project – Game Hero Asset

DUE DATE: __/__/____

1. Model (low & high) & texture a game hero asset that adds to the *narrative* of your 3D maze level. Some possible examples include:
   a) Game weapon or player tool/accessory that would be visible close up
   b) Destination *or* spawn point environmental piece(s) – this should stand out from the modular kit, while still living in the same world.
   c) Level weenie – a major element that can be seen from a distance and inspire the player to find the correct path through the maze.
   d) Character (modeled low and high in T-pose) – this can then be posed using the quick rig function in Maya (Vimeo to be provided). You do *not* have time to fully rig and animate the character.
2. Collect and use primary image references to develop your design.
3. Render out a dynamic HD 1080 of your hero asset in Painter. This piece should be able to be shown as a portfolio piece on its own.
4. Add to your Unity project, light accordingly and capture a short MP4 of play in discovering your asset piece within your level.

Quality trumps quantity every time!

Submit:
A zipped folder that includes:
- ■ Your final Maya scene (low & high poly, well-organized)
- ■ An HD 1080 render out of Painter
- ■ Your MP4 of discovery within play

The rubric:
Your work will be graded upon the following criteria:

Primary image references	2
Modeling aesthetic & complexity	5
Texturing aesthetic & complexity	5
HD 1080 render (Painter)	2
MP4 of discovery (Unity)	4
Organization	2
Late	(-2)
Total	20